WE CLAIM

1. A method of error retention for multi-threaded software, comprising:

executing an application which uses a logger that collects log statements;

collecting at least one log statement from at least one application thread and storing the at least one log statement in memory; and

allowing the collected log statement to be persisted in case of an error in a production environment.

2. The method of claim 1 wherein the application and logger are implemented on a web application server.

3. The method of claim 1 wherein the executing application is run in a development environment.

4. The method of claim 1 wherein the executing application is run in a test environment.

5. The method of claim 1 wherein the logger is built into a base class of an object oriented application framework.

6. The method of claim 1 wherein the production application is an Internet accessible application.

7. The method of claim 1 wherein the method can be implemented using background threads.

8. The method of claim 1 further comprising:

detecting a death of an application thread by the logger; and

deleting the application thread's log statements after thread death detection.

9. A system of error retention for multi-threaded software, comprising:

means for executing an application which uses a logger that collects log statements;

means for collecting at least one log statement from at least one application thread and storing the at least one log statement in memory; and

means for allowing the collected log statement to be persisted in case of an error in a production environment.

10. The system of claim 9 further comprising:

means for detecting a death of an application thread by the logger; and

means for deleting the application thread's log statements after thread death detection.

11. A computer readable medium storing a computer program comprising:

computer readable code for executing an application which uses a logger that collects log statements;

computer readable code for collecting at least one log statement from at least one application thread and storing the at least one log statement in memory; and

computer readable code for allowing the collected log statement to be persisted in case of an error in a production environment.

12. The computer readable medium of claim 11 wherein the application and logger are implemented on a web application server.

13. The computer readable medium of claim 11 wherein the executing application is run in a development environment.

14. The computer readable medium of claim 11 wherein the executing application is run in a test environment.

15. The computer readable medium of claim 11 wherein the logger is built into a base class of an object oriented application framework.

16. The computer readable medium of claim 11 wherein the production application is an Internet accessible application.

17. The computer readable medium of claim 11 wherein the method can be implemented using background threads.

18. The computer readable medium of claim 11 further comprising:

computer readable code for detecting a death of an application thread by the logger; and

computer readable code for deleting the application thread's log statements after thread death detection.